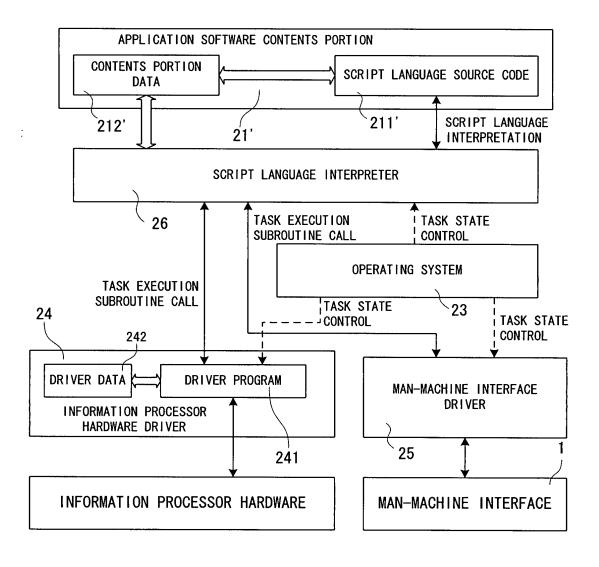
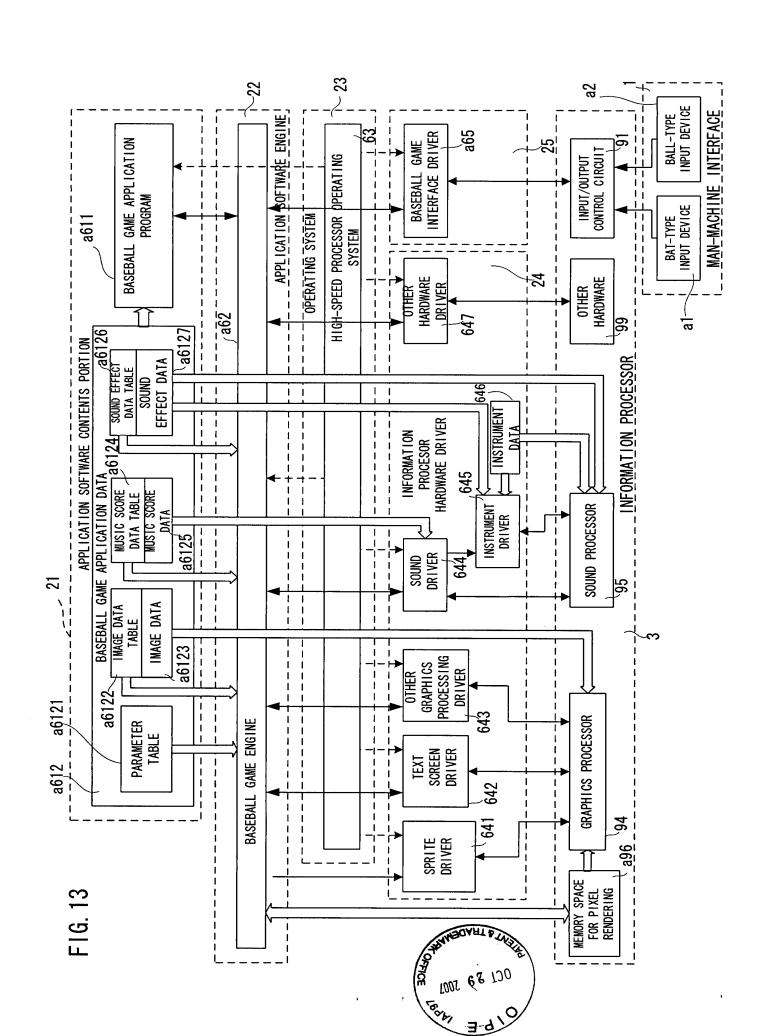
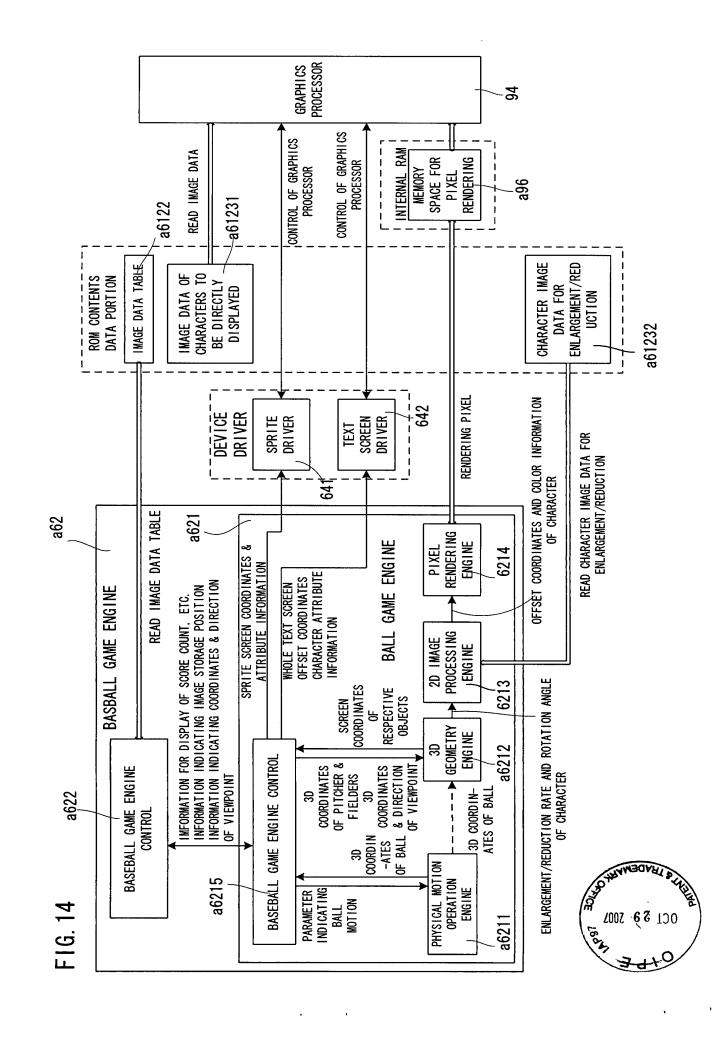




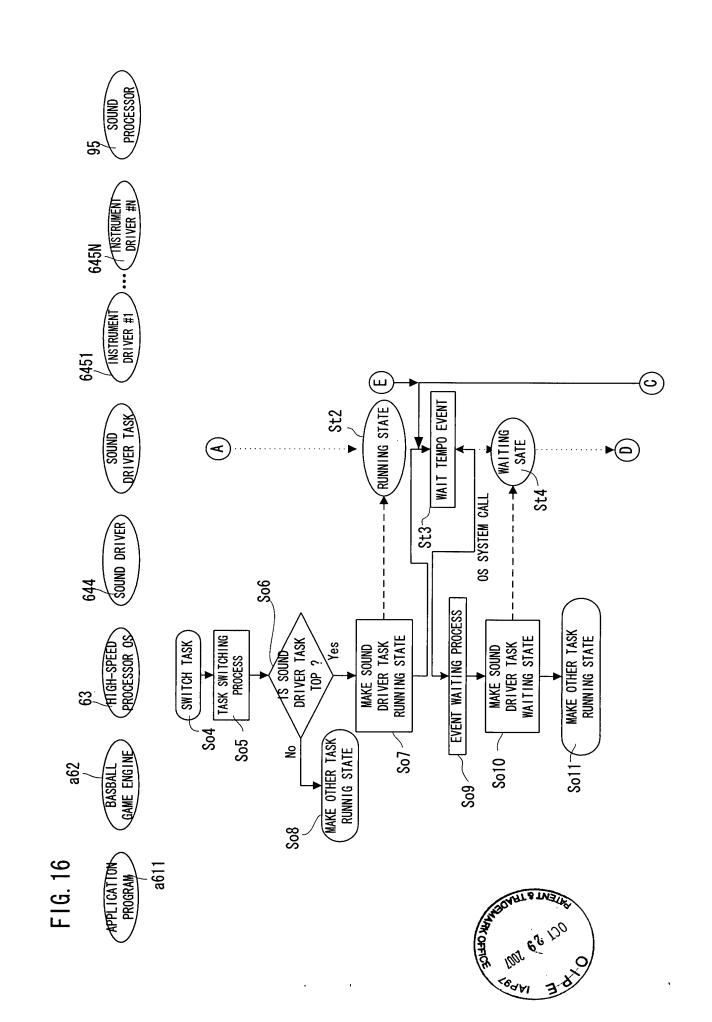
FIG. 8

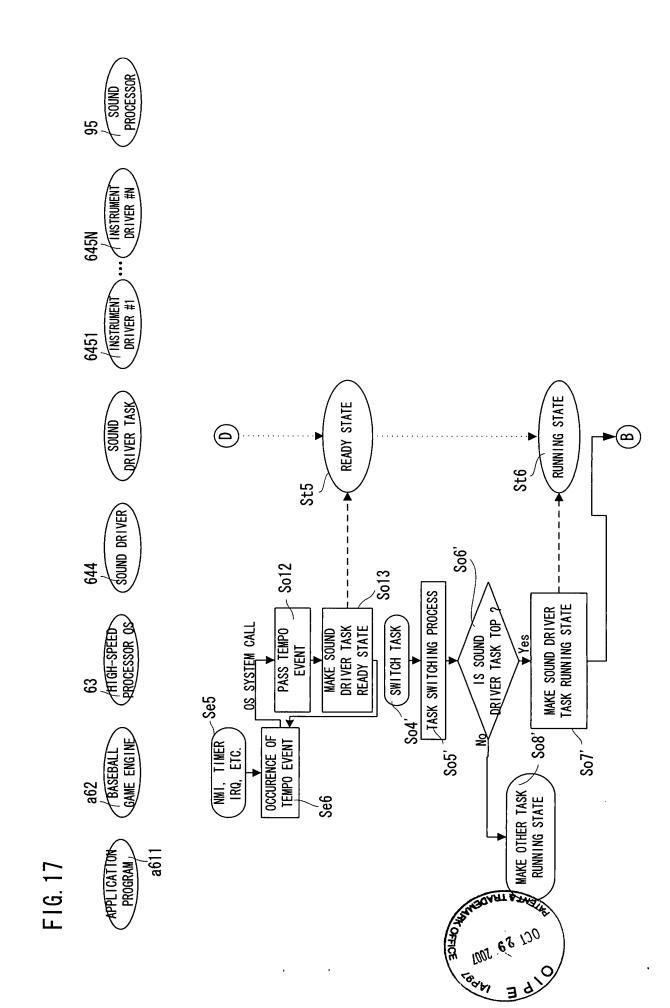






F1G. 15





DESIGNATED MODE PLAY-BACK WITH PLAY-BACK **PROCESSOR** & VOLUME Soll Sp1 Nis CONTROL SOUND DRIVER DRIVER #N INSTRUMEN DESIGNATE PLAY-BACK SLOT,
PLAY-BACK MODE & CHANEL
VOLUME S CONTROL SOUND DRIVER SUBROUTINE CALL SUBROUTINE CALL INSTRUMENT DRIVER #1 6451 St111 St12N St10 StiiN Sto 운 St8 DESIGNATE USING & REMAINING TIME & VELOCITY <u>St121</u>′ READ SCORE DATA (B) St7 SOUND ORIVER TASK SLOT Yes CALL DRIVER #1 UPDATE SCORE CALL DRIVER CHECK ENTRY Yes IS THERE ENTRY ? Yes POINTER CONTROL ₩ St13 Śd3 SOUND DRIVER SET ENTRY PROCESS OF N SETS 644 SUBROUTINE CALL PROCESSER 05 63 AIRI-SPED Se7 BACK
DESIGNATE TOP OF
SCORE DATA DESIGNATE PLAY-DESIGNATE WORK AREA SUBROUTINE CALL GAME ENGINE BASEBALL a62 ₹ á611 APPLICATION PROGRAM BLAY-BACK BGM F1G. 18 Sal Sa₂ FROM OTHER **DESIGNATE** TO OTHER PROCESS **PROCESS** Sa3

